



## Interactive Story Letter

The year is 1898, the place? Portland, Oregon. The panic of '93 has left you greatly impoverished; but, egads! What's this about prospectors docking in San Francisco, rich from Yukon gold? Why, maybe you could try your luck at some prospecting, after all you have little to lose, and you've heard stories of average lunks in similar situations becoming rich beyond their wildest dreams. Why that seems like a fine idea, the best of ideas! And so you hastily sell off what little you have, stock up on basic commodities for your trip, and hitch a train to the first stop on your journey to the promised land: Seattle, Washington. Finally, the American dream is in your sights, and it seems nothing can prevent you from glory and fortune.

The Alaskan wilderness: lush woodlands, and snowcapped peaks; it's the picture of natural beauty and grandeur! But one must not disregard the incessant severity of one's situation, as any and all decisions are of the foremost criticality. Before you can embark onwards to the city of Dawson city you must decide which trail to follow; as the route you decide to follow may very well be what separates you from life and death.

### Your two options are:

1. Travel the 33 mile Chilkoot trail. A harsh and mountainous beast, not for the faint of heart. It's steeper and more rigorous than the Whitepass, but 12 miles shorter. If chosen you'll be ferried to Dyea where the arduous journey will begin.
2. Travel the 45 mile Whitepass trail. While less rigor than the Chilkoot trail, the Whitepass trail is 12 miles longer than the Chilkoot, and far more populated with all walks of life from stampedes, to swindlers. Is the trails lesser difficulty deceiving?

**(Have your choice of trail in mind for when your troop checks in, as the trail you choose affects the story.)**

# List of Possible Activities for Troops to Host

(Please note that one's troop is not restricted to the activities listed below; if a troop has an activity in mind not listed below: please contact troop 1 at: Troop1.Wakefield.BSA@gmail.com )

1. String/Water-bag burn over fire
2. Pulp log throw
3. Lumberjack log sawing race
4. Wig-wag Morse code
5. Ladder Lashing (build a ladder)
6. Blindfolded tent setup
7. Tripod relay
8. Panning for gold
9. Radioactive isotope
10. Stretcher relay, first-aid & carries
11. Kim's game
12. Fishing
13. Trivia
14. Dead horse carry
15. Patrol Nordic-ski race (walking board race)
16. Patrol legged race

(Descriptions of each activity are provided in second attached document, or by contacting Troop 1 Wakefield; Troop 1 Wakefield will also provide activity-Host Troops with elements of a story to be read to the gold-rushing Scouts at each activity)

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## 2023 Klondike Program Schedule

### **Day 1** *Friday, February 10*

6:00p.m.	Pre-check-in opens	Knowles Shelter
7-8p.m.	Friday night campfire	Amphitheater (near Campmaster cabin)
9:00p.m.	Pre-check-in closes	Knowles Shelter

### **Day 2** *Saturday, February 11*

7:00a.m.	Check-in opens	Flagpole
8:30a.m.	Opening ceremony	Flagpole
9:00a.m.	Patrol activities open	Report to first activity location
12:00p.m.	Lunch, activities close	Report to campsite
1:00p.m.	Activities open	Report to next activity on list
3:00p.m.	Activities close	
3:30p.m.	Sled race/Tug-o-war	Parade field
4:30p.m.	Closing ceremony	Flagpole
5-7 p.m.	Informal campfire social	Sisson Shelter

Each Patrol should have a Klondike derby sled (with either skis/runners or wheels, depending on the weather) that they will pull from one event site to the next. Most importantly, these sleds will be raced in a Klondike-wide bracket at the end of the day.